

Fig. 1A

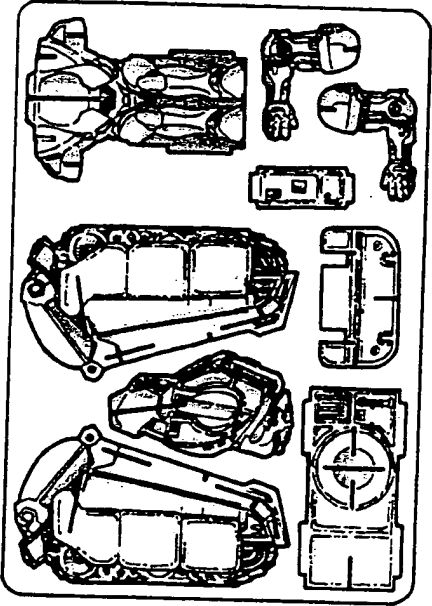


Fig. 1B

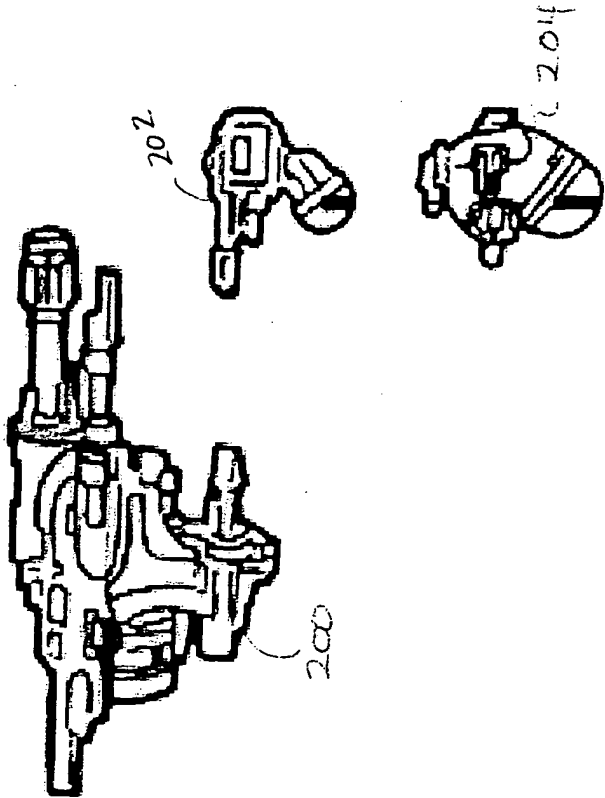
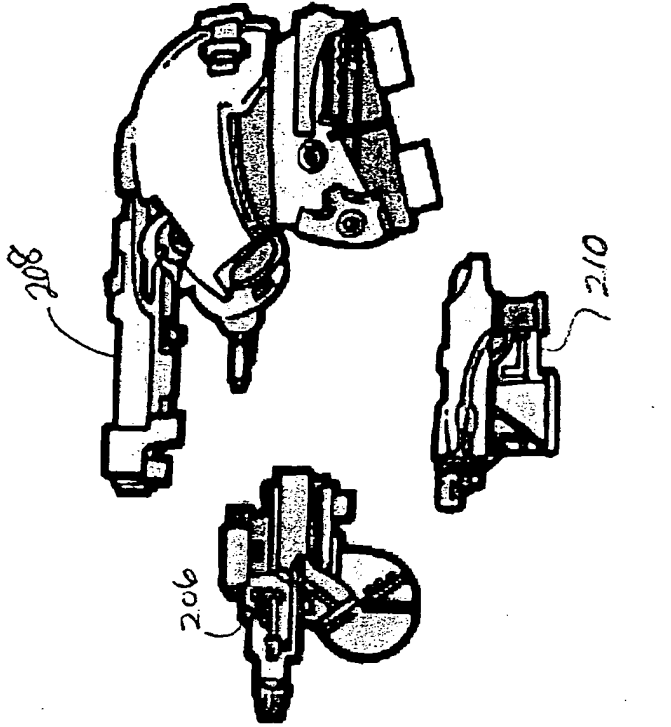


Fig. 2

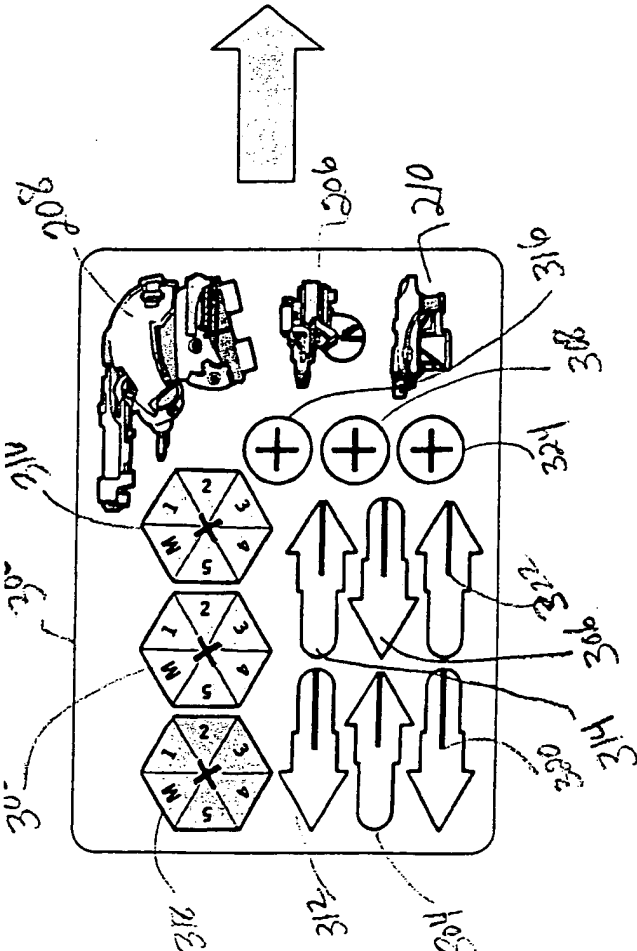


Fig. 3

TWO SIDED TOP  
DIFFERENT OR BOTH  
SIDES.

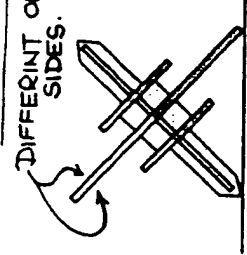


Fig. 4 B

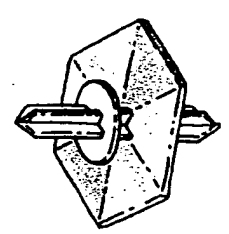


Fig. 4 A

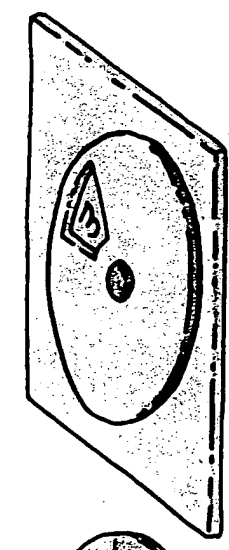


Fig. 5 B

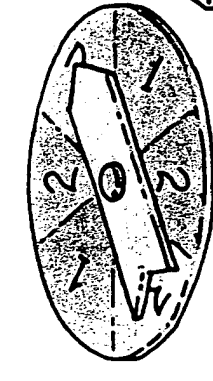
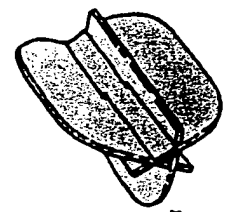


Fig. 5 A



NOTE: CORNERS ARE  
ROUNDED TO PREVENT  
LANDING ON ENDS.

Fig. 5 C

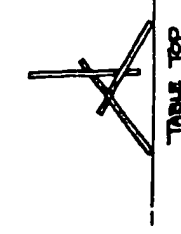
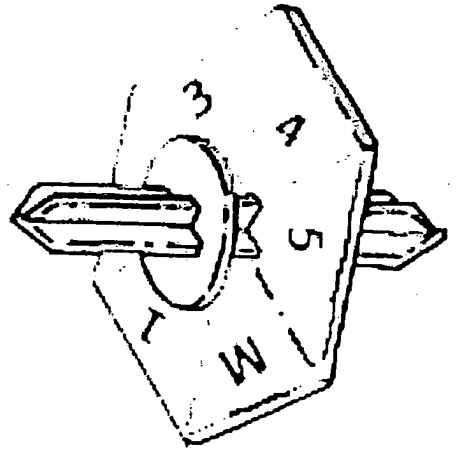
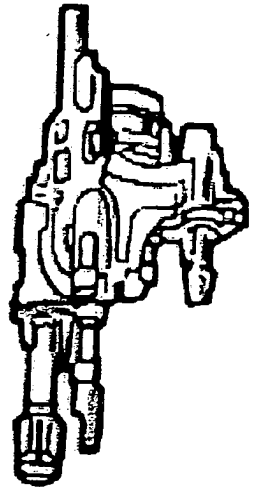
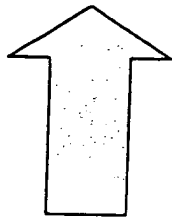
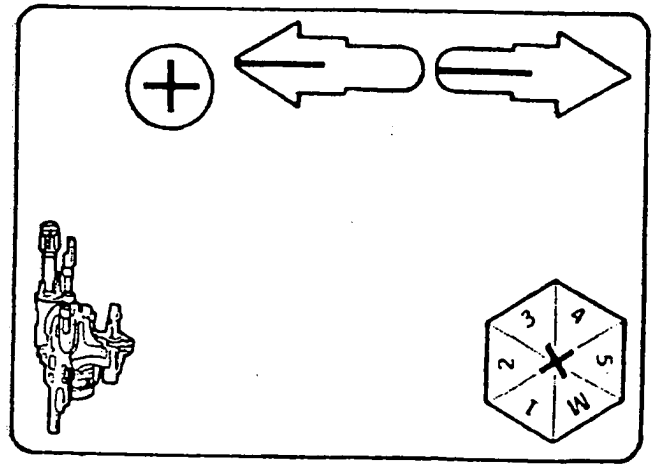
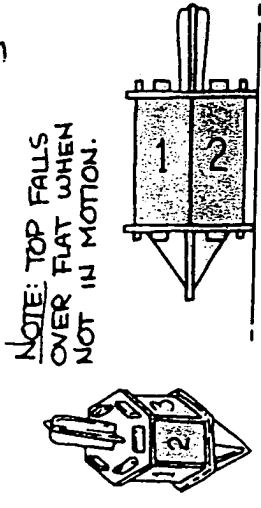
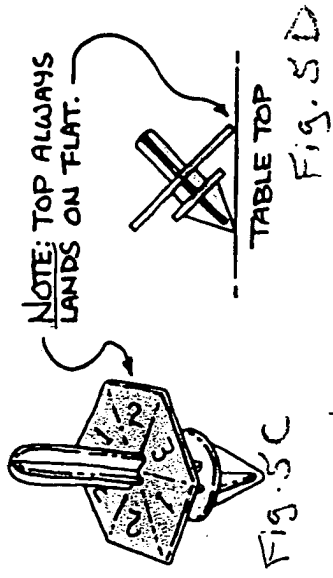


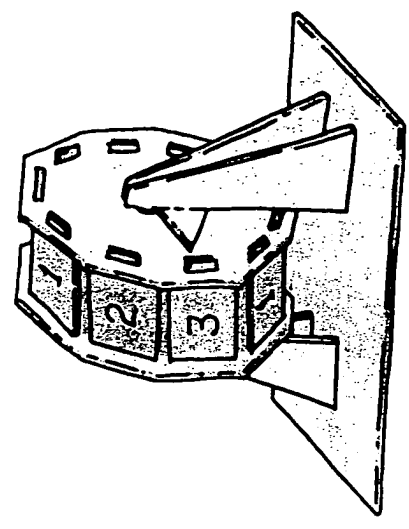
TABLE TOP

3-SIDED DICE Fig. 5 H

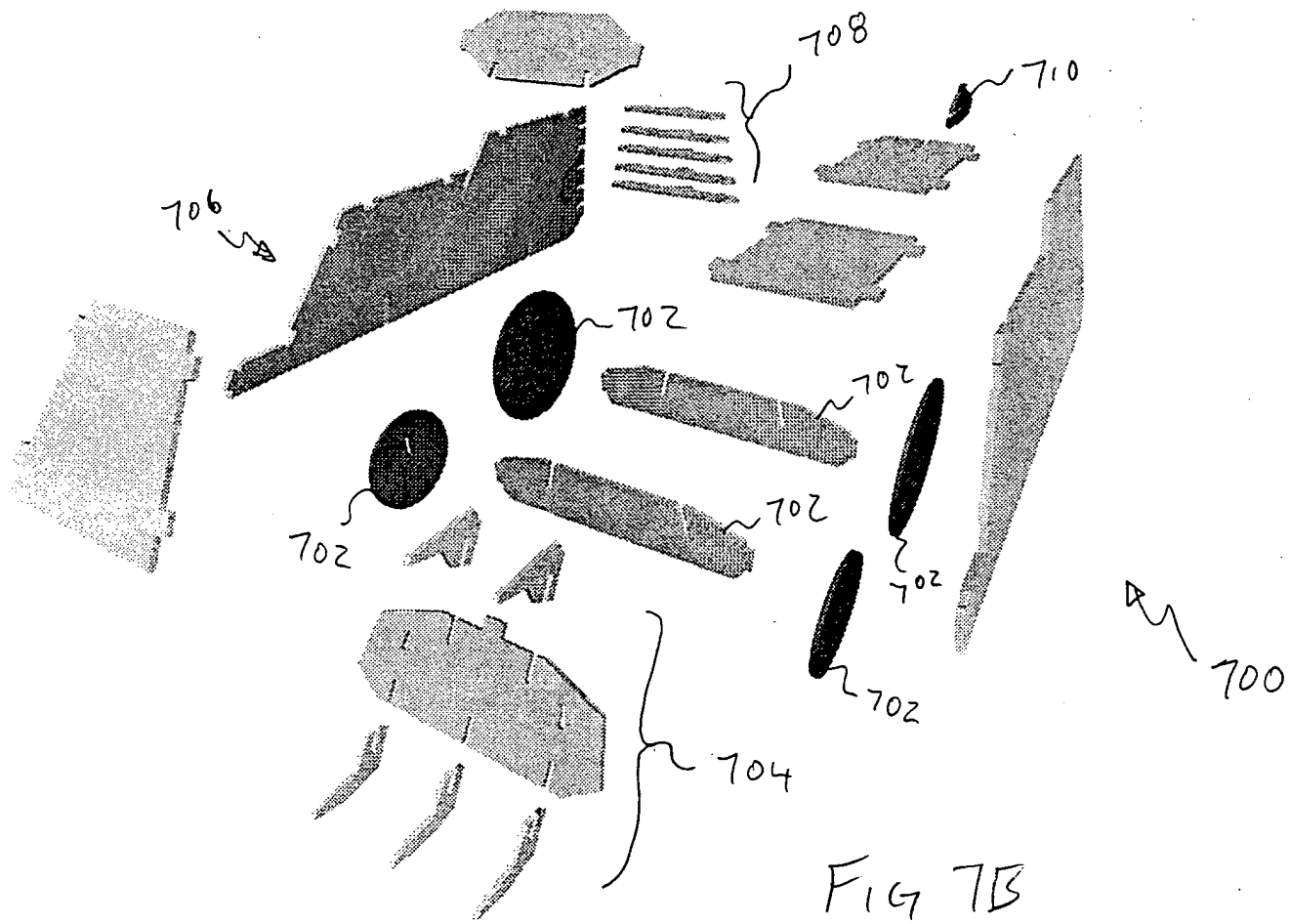
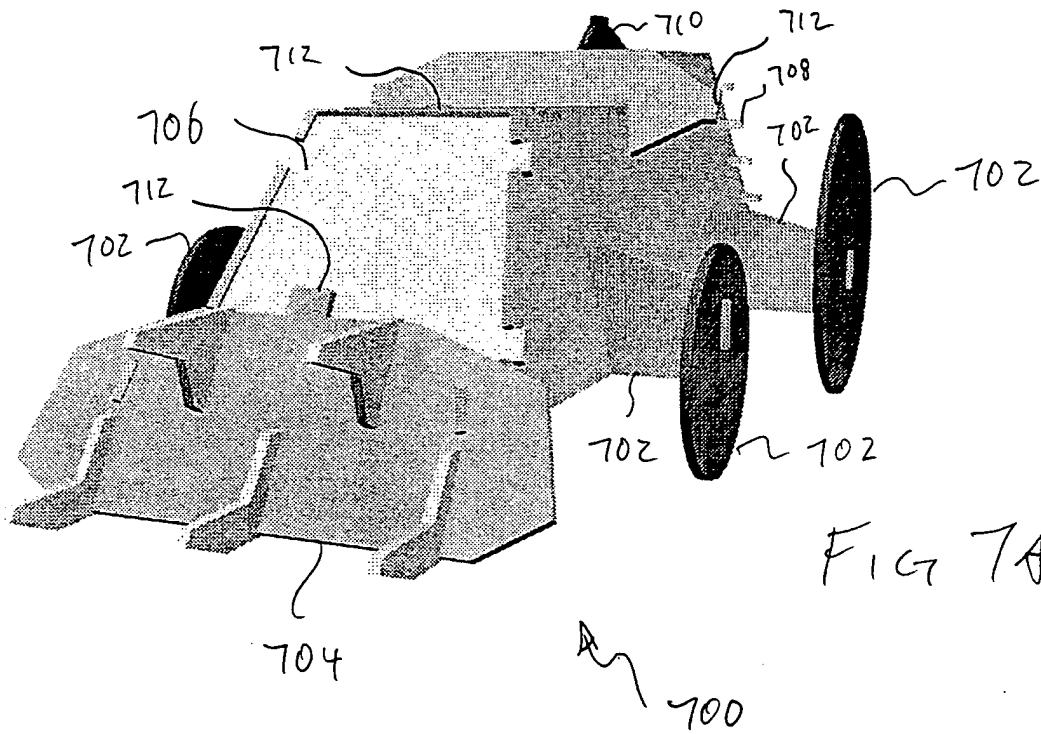
TOPS



WHEEL



SET UP  
1 TO 3  
1 TO 6  
1 TO 12



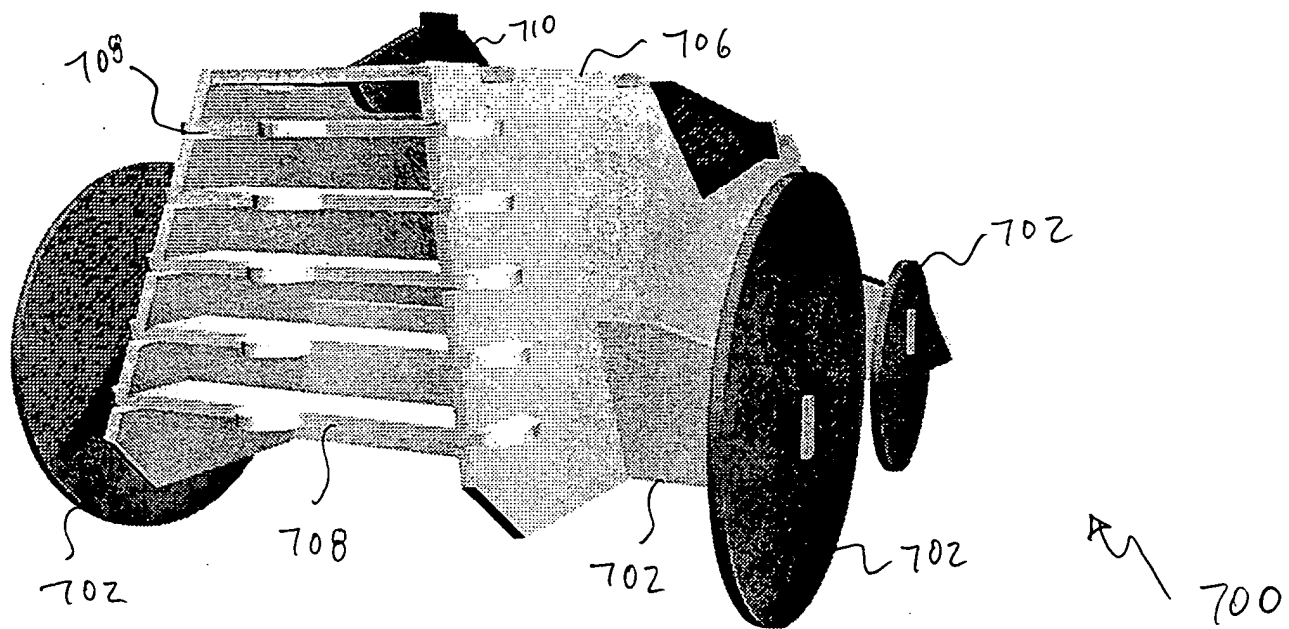


FIG 7C

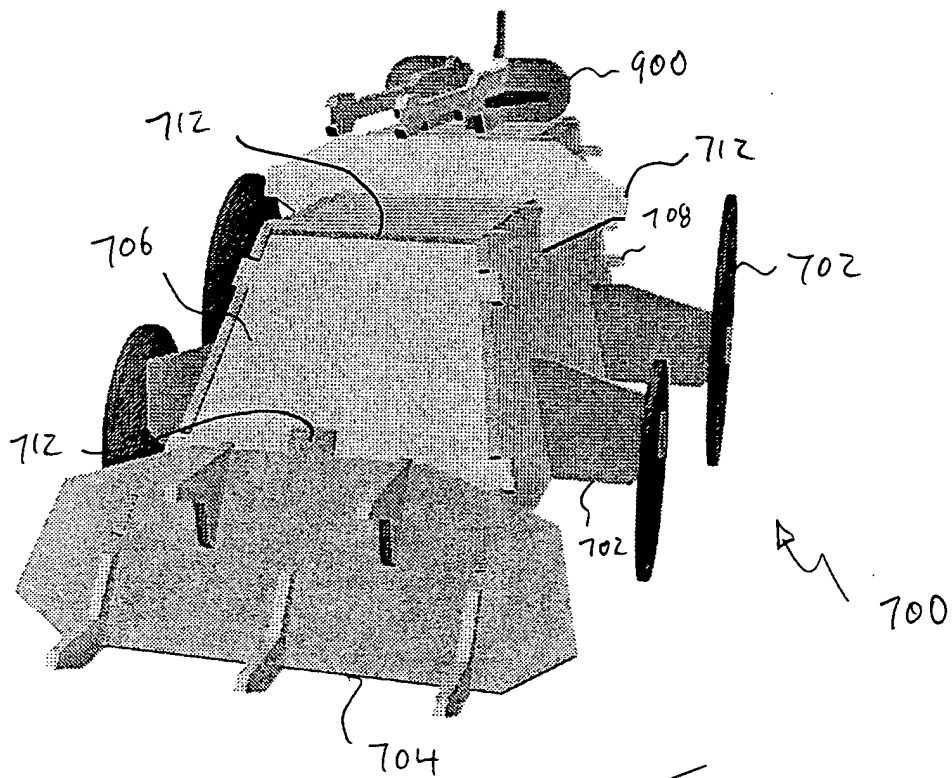


FIG 7D



FIG 8A

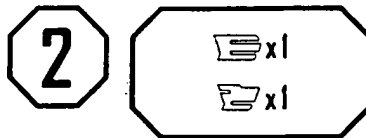


FIG 8B

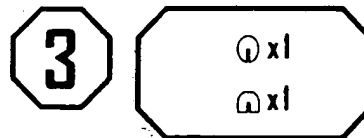


FIG 8C

repeat once

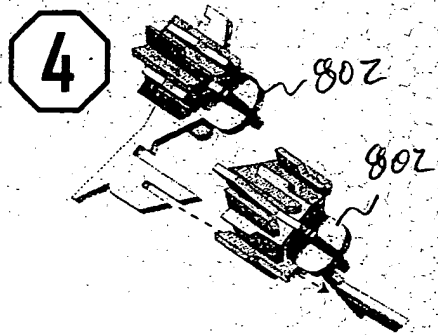
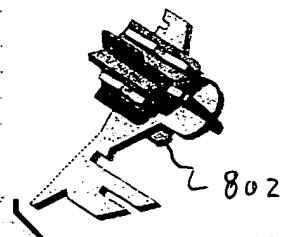


FIG 8D

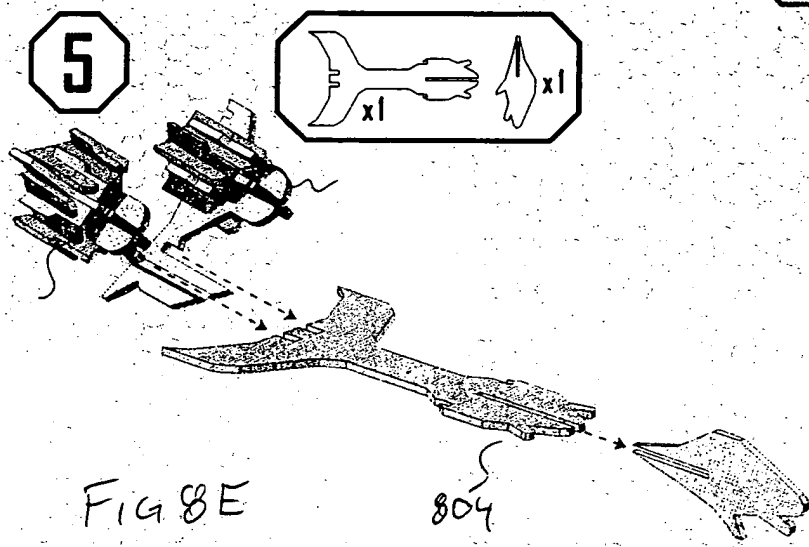


FIG 8E

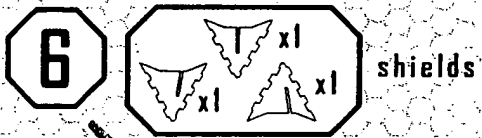


FIG 8F

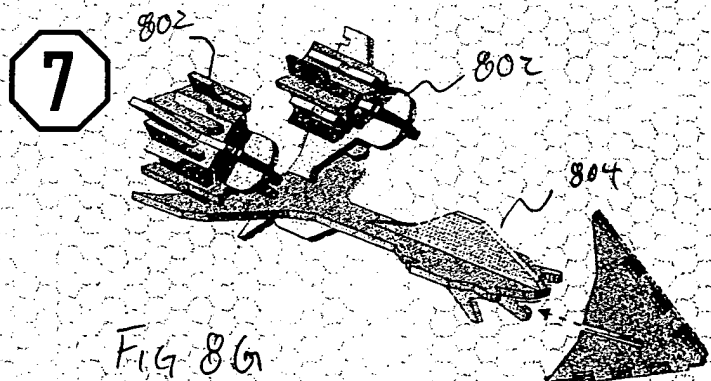


FIG 8G

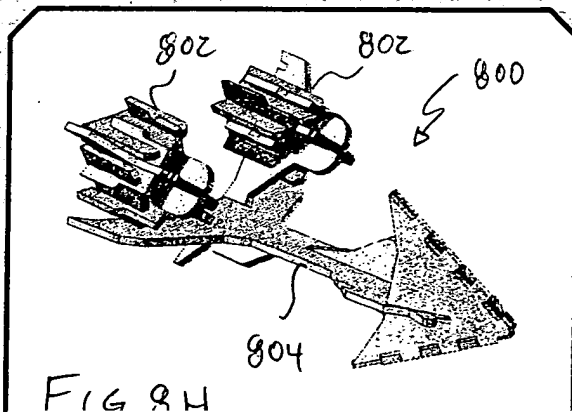
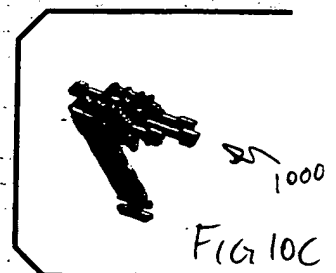
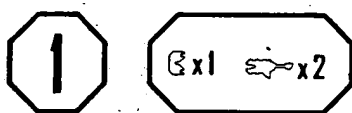
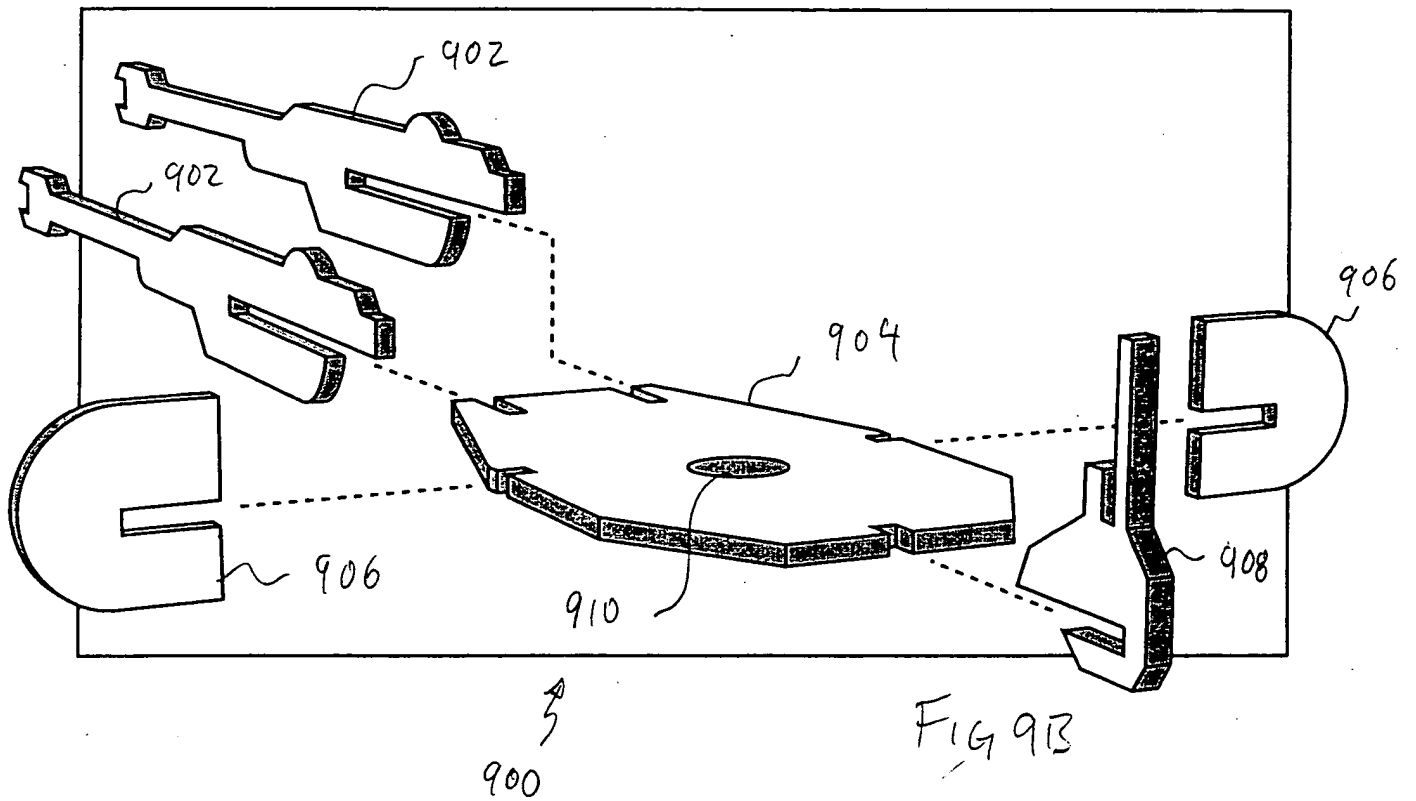
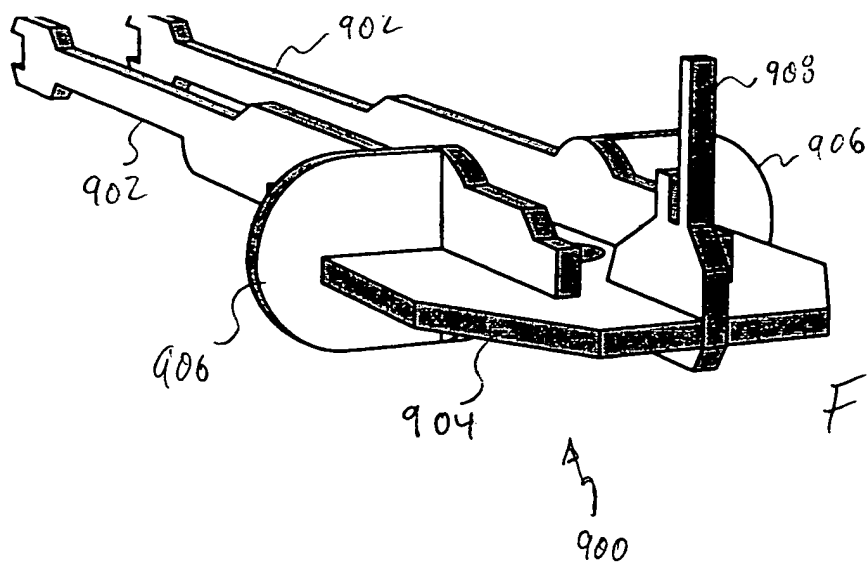


FIG 8H



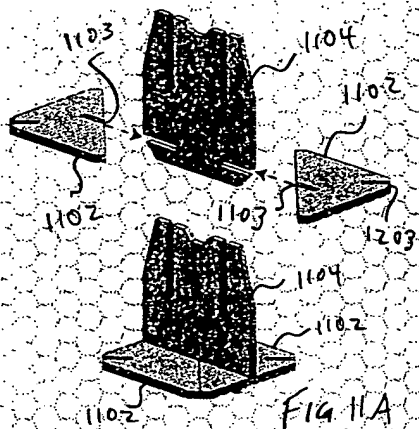


FIG 11A

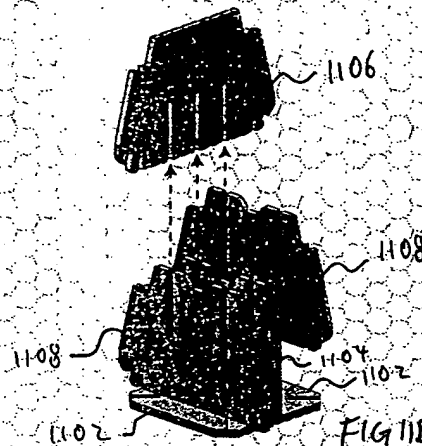


FIG 11B

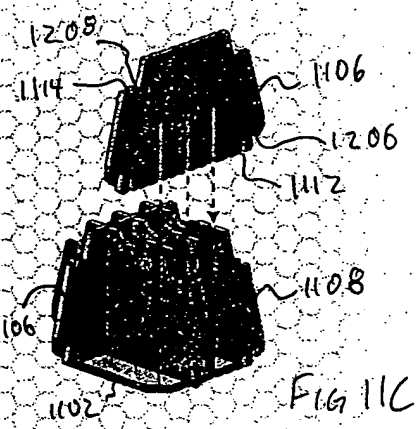
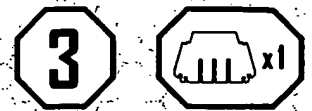


FIG 11C

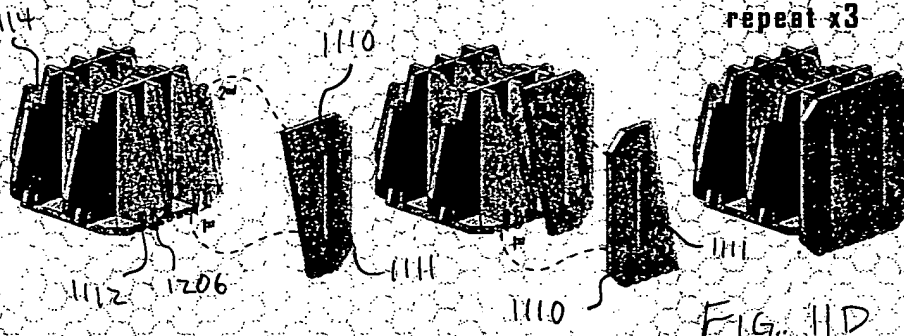


FIG 11D

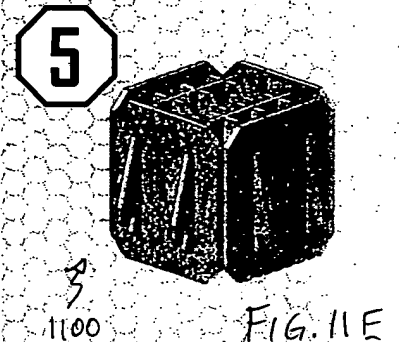


FIG 11E

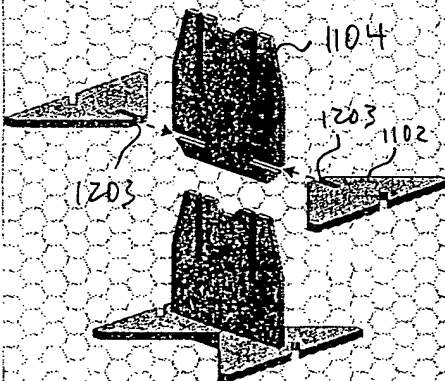
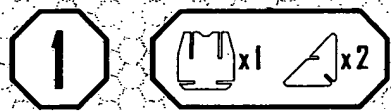


FIG 12A

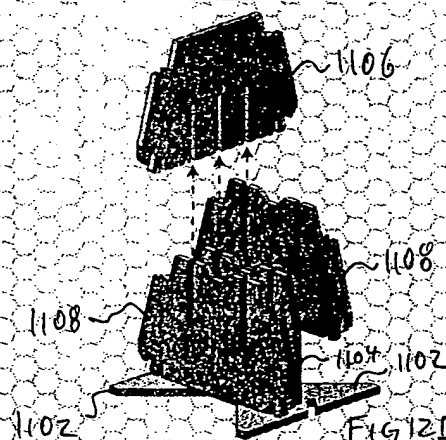
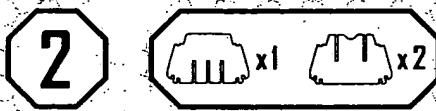


FIG 12B

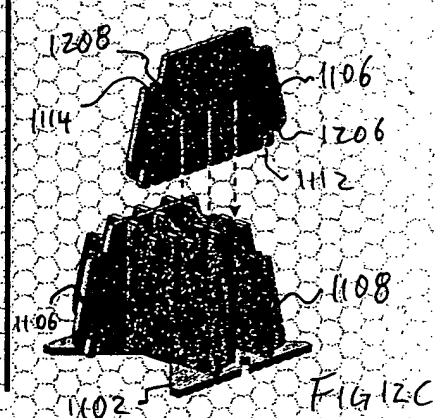
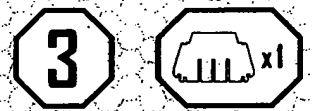


FIG 12C

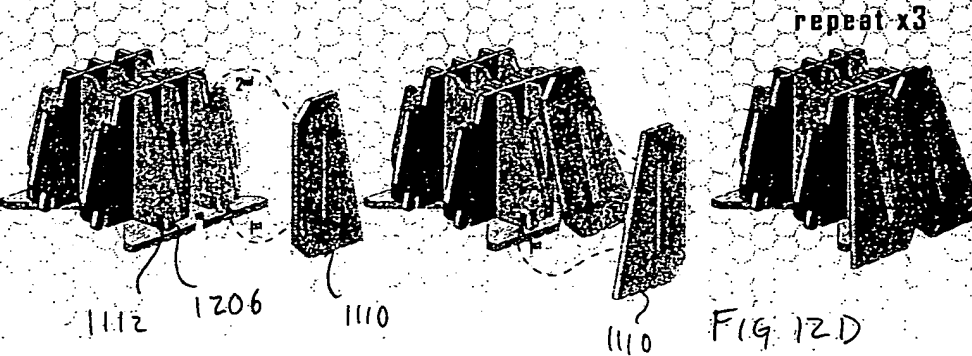
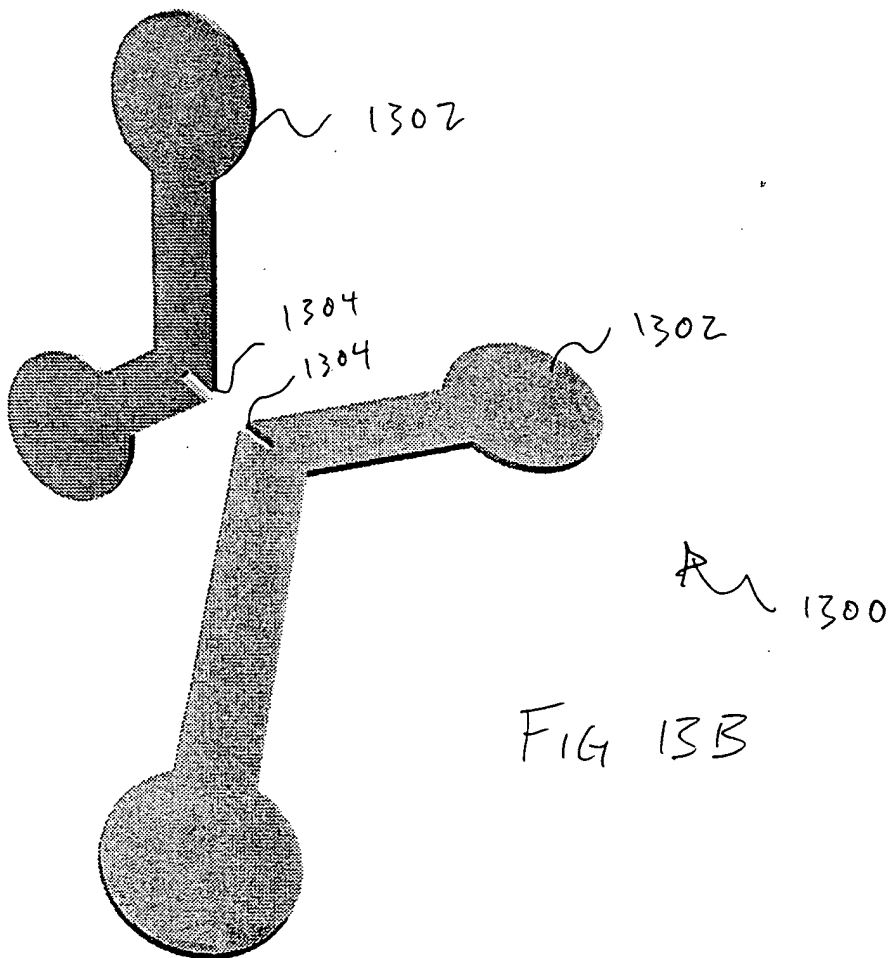
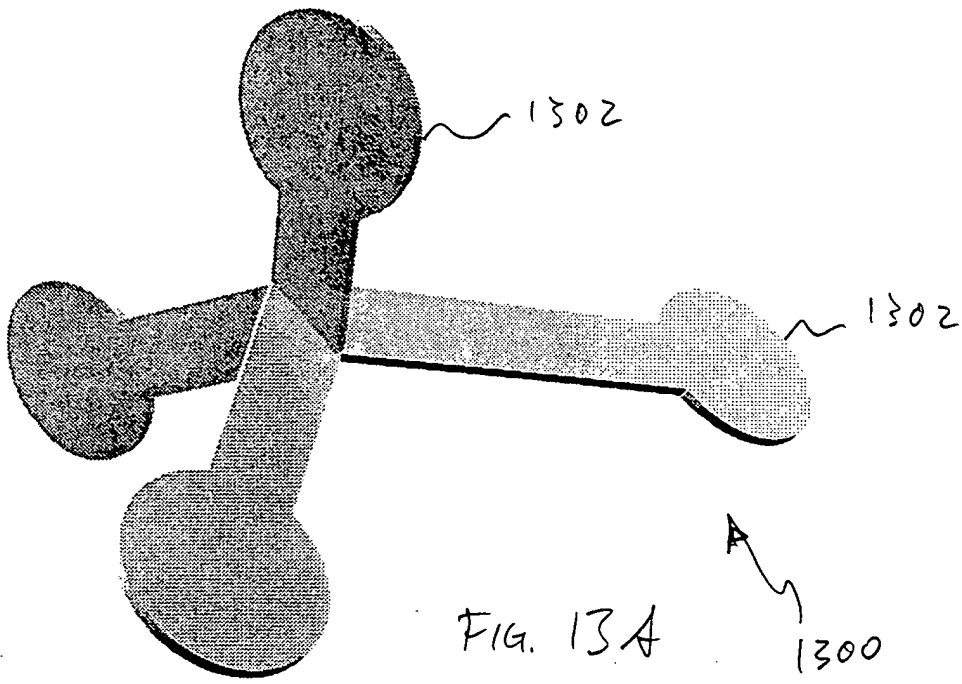


FIG 12D



FIG 12E





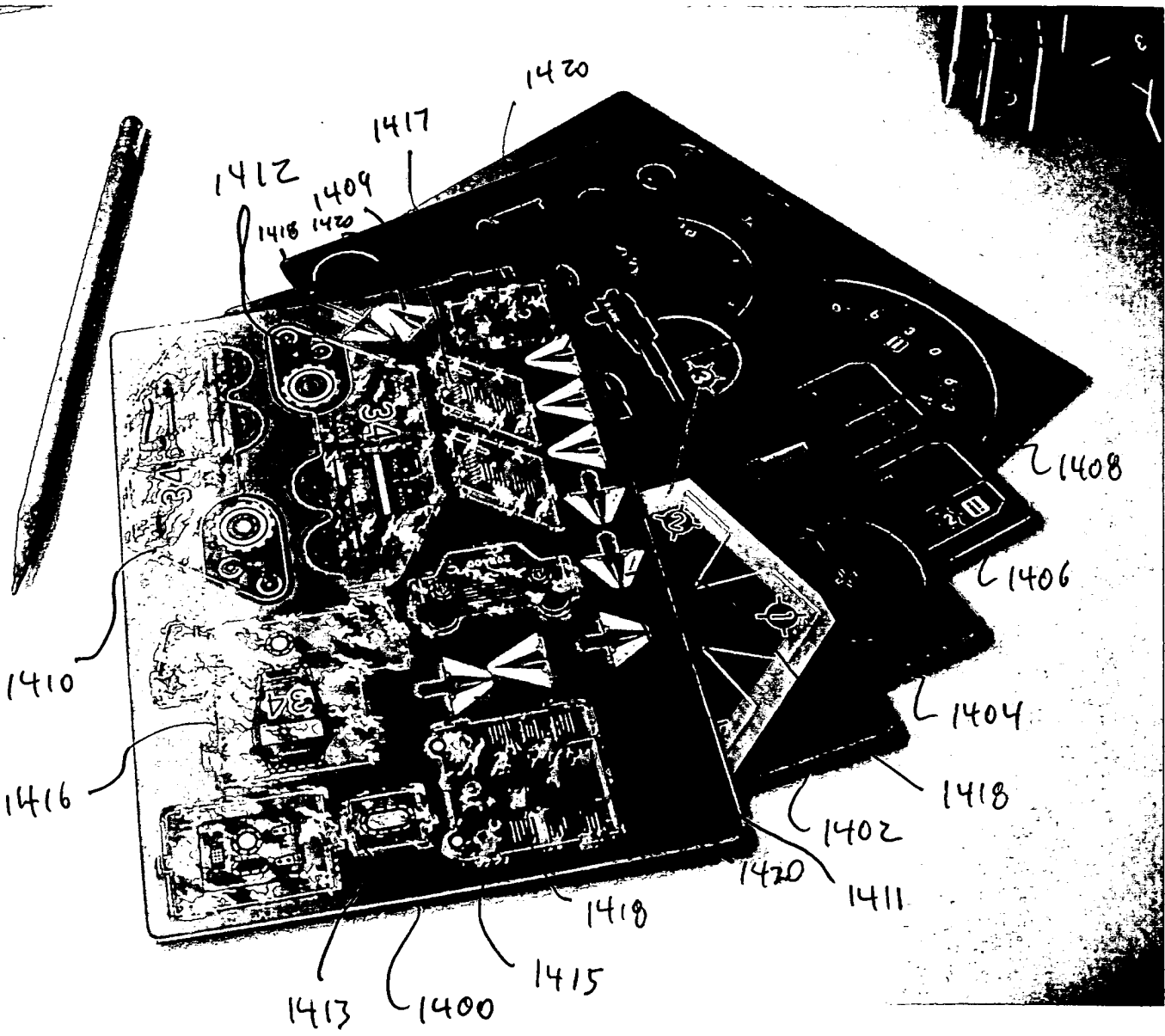


FIG 14A

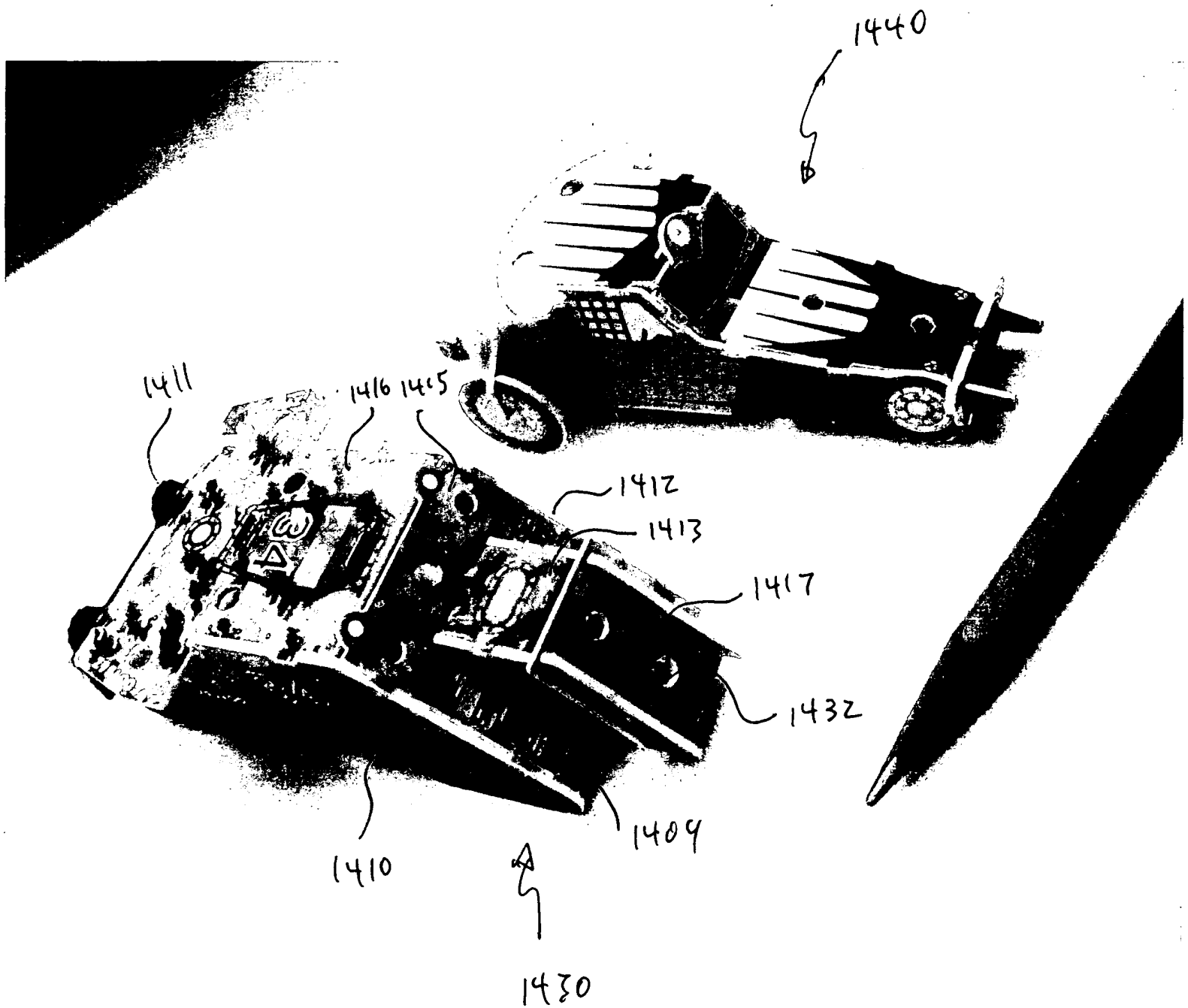
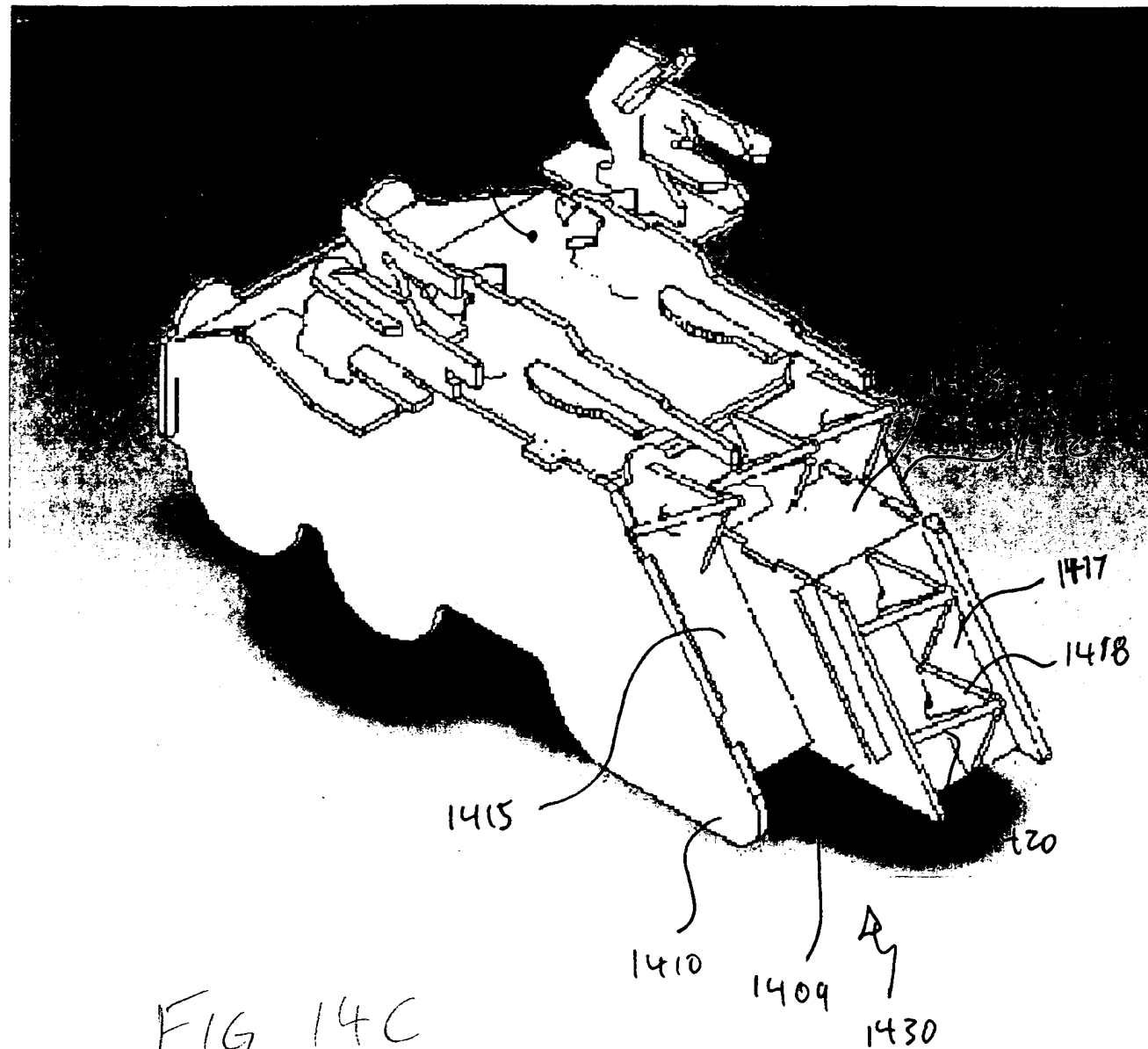


FIG 14 B



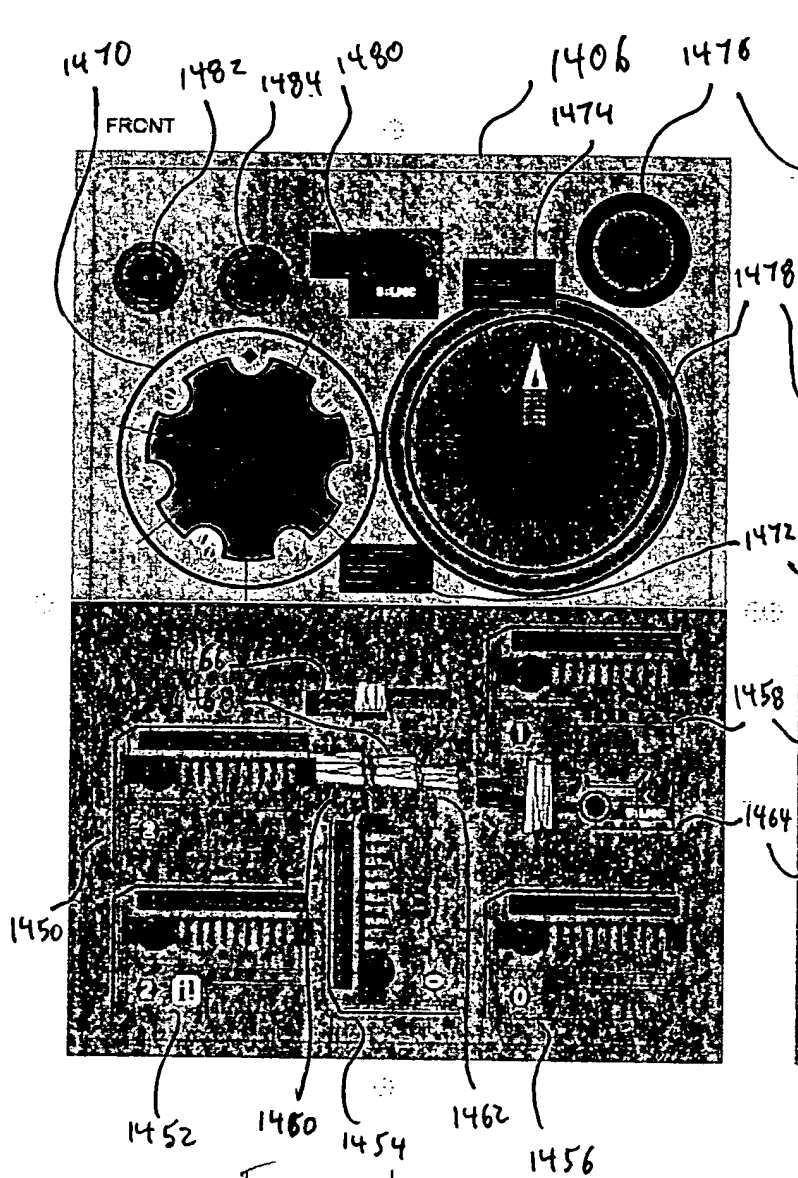


FIG. 14D

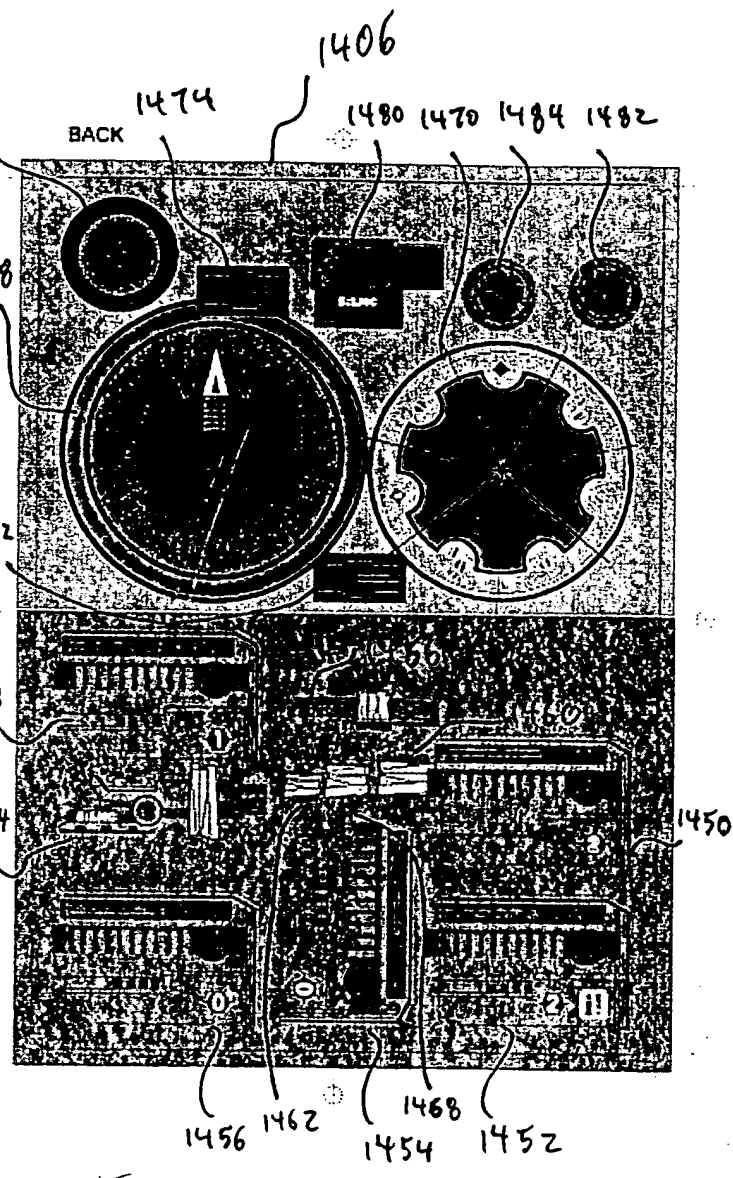


FIG 14E

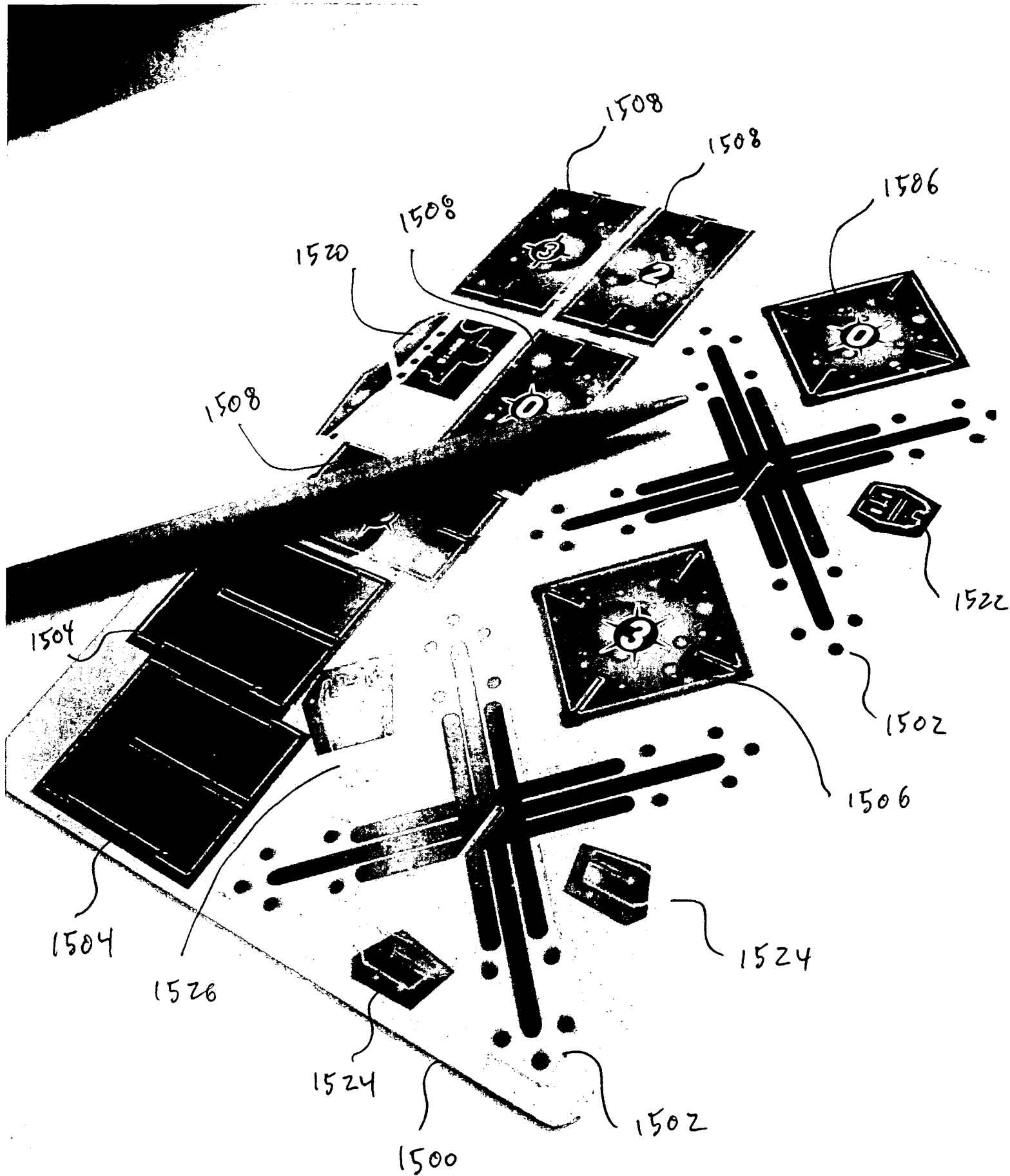


FIG. 15 A

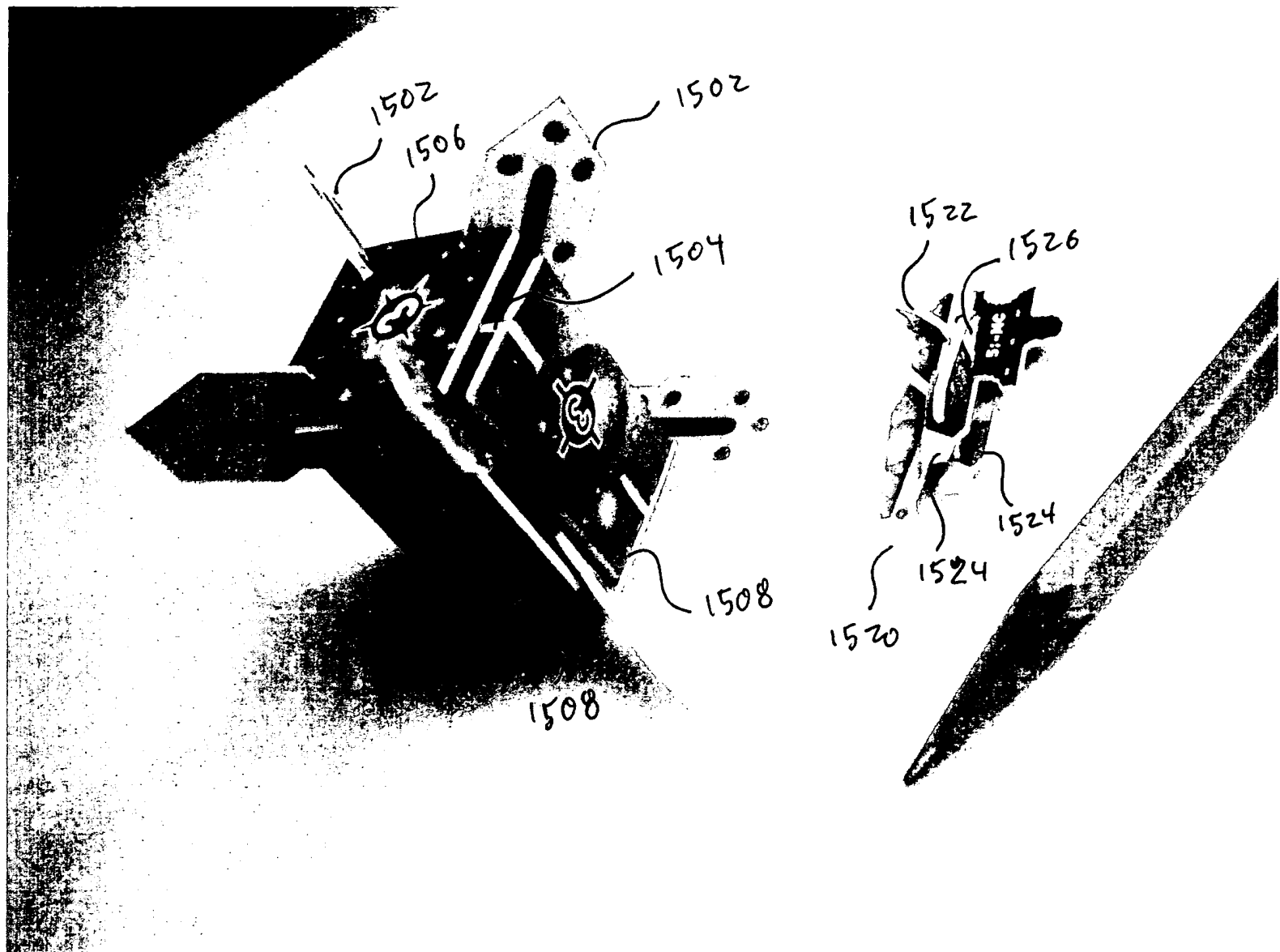


FIG. 15 B

## ROLLERS

---

Within any particular silhouette (card) there are several different skins applied to create visual and mechanical variations.

**For example**, a shotgun-type weapon and it's particular roller may be "painted" in a style to make it look like it belongs to the *Speed Brats* faction and its roller may yield a hit 60% of the time, while on the next row down the same shotgun and roller may be "painted" in a *Junkyard Dog* motif and the roller may only yield a hit result 45% of the time.

Every roller has a particular number of faces. Each face may yield a different result or combination of results.

The different types of results are:



**Damage**

You inflict X damage to a target of your opponent's choosing.



**Bullseye**

You inflict X damage to a target of your choosing.



**Backfire**

You take X damage.



**Stun**

Your opponent is stunned for the remainder of the round.

---

The following two icons indicate additional affects and appear in addition one or more of the above icons:



**Full-Auto**

Immediately fire again with the same weapon.

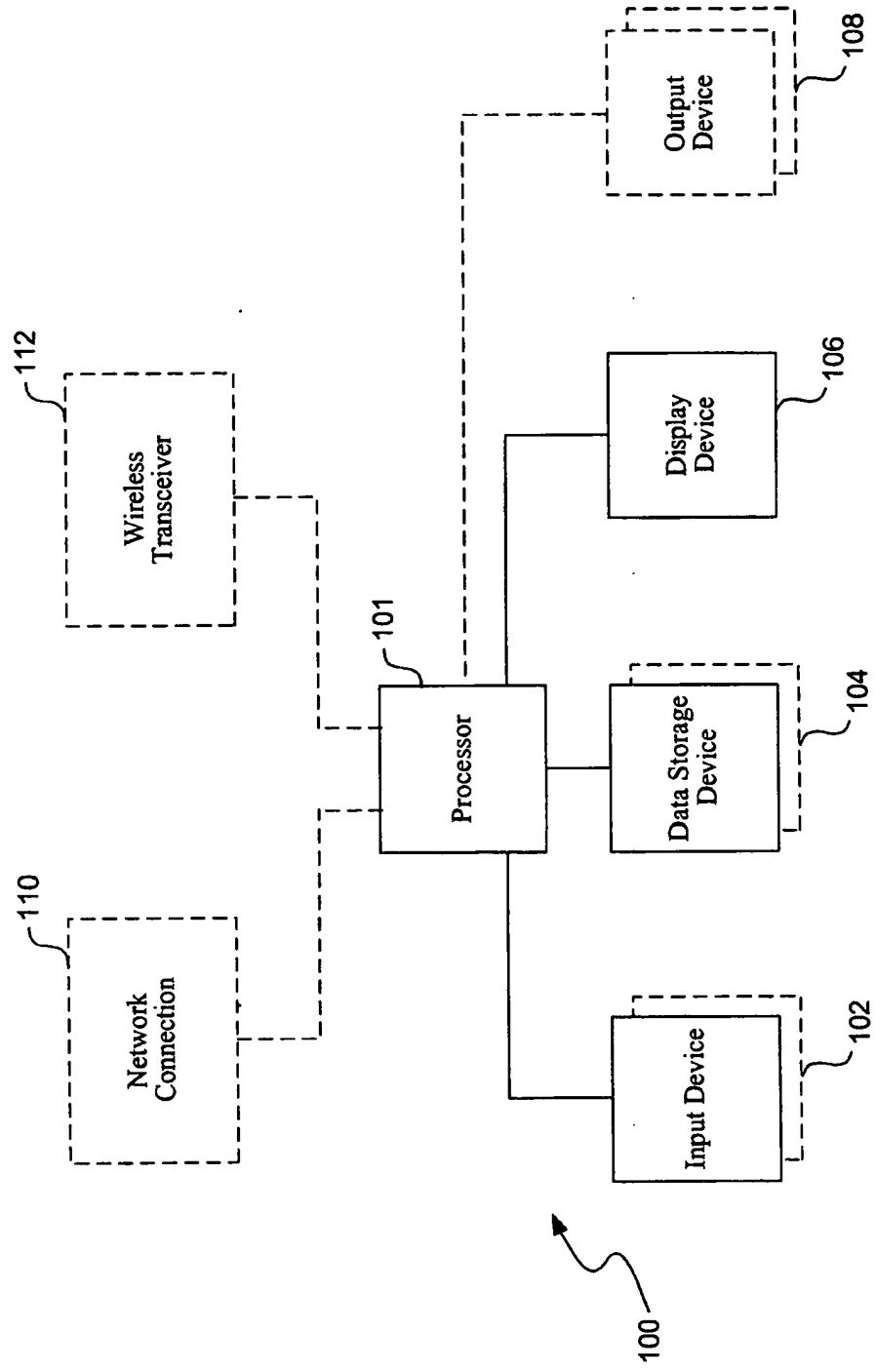


**Quick Shot**

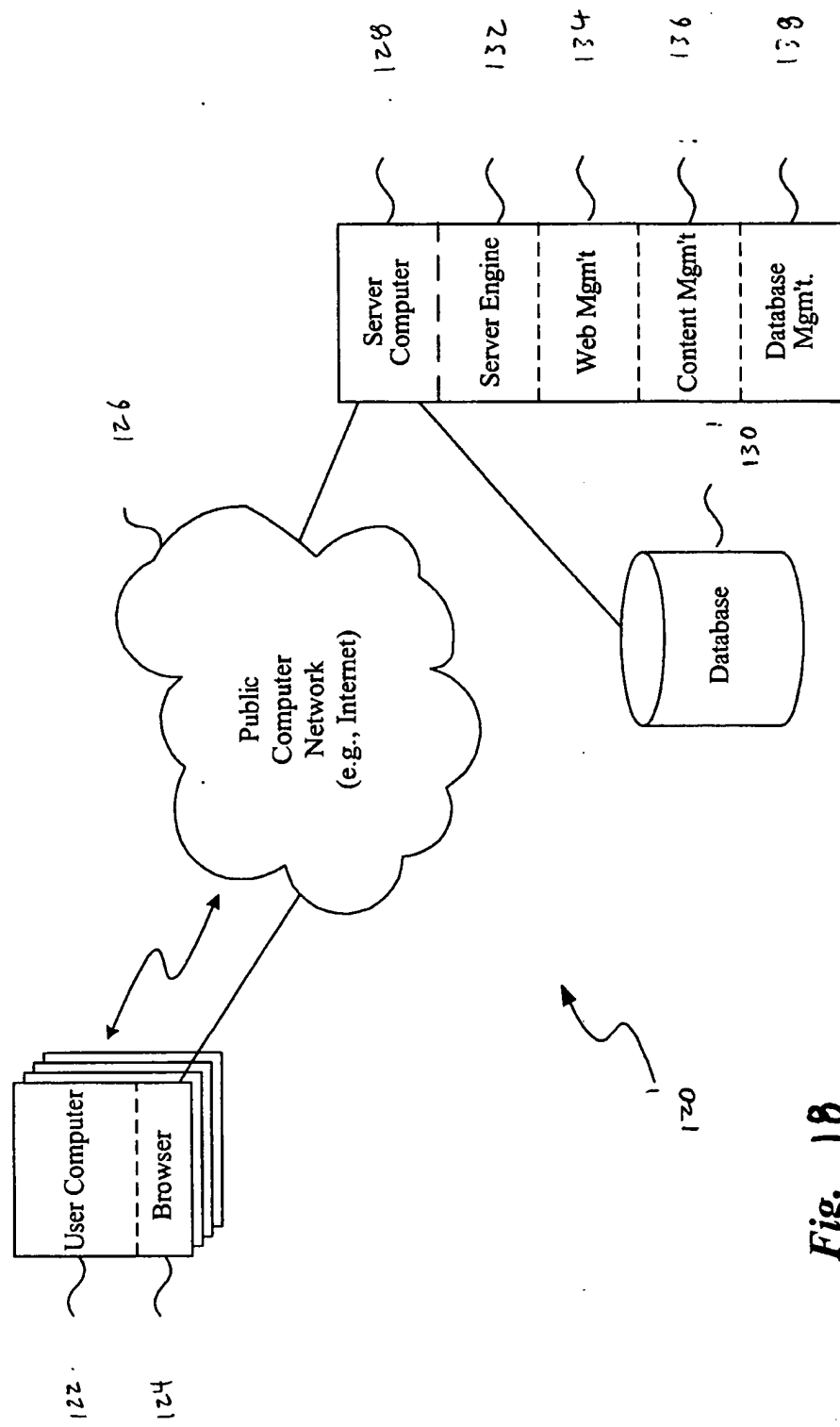
Immediately fire again with a different weapon.

Fig 16





*Fig. 17*



**Fig. 18**